

Ironwind's Pride

Summer Magnitude 20

Performing the Ritual

Performing this ritual takes at least 2 minutes of roleplaying. The target character must have the weapon master skill.

This spell is an enchantment. A target may only be under one enchantment effect at a time.

Effects

The target gains the ability to call STRIKEDOWN three times each day while wielding a polearm.

They also experience a roleplaying effect: You feel as if you are larger and stronger than you actually are, as if filled with the power of an ogre or even larger creature. In addition you feel an urge to protect what is yours against anyone you suspect does not appreciate it as much as you do.

If the target regains all spent hero points by some method, such as drinking an Elixir of Exalted Puissance or being targeted by the effect of Sutannir's Promise, they also regain all spent uses of this ability at the same time. Other methods of restoring hero points do *not* restore uses of the STRIKEDOWN call.

The effect lasts until the start of the next Profound Decisions Empire event.

Additional Targets

This ritual can affect additional characters from the same banner. Each additional character increases the magnitude by 11. Additional characters must be present throughout.

Option

Any caster who has mastered the ritual may choose to substitute tempest jade for crystal mana when contributing to it. Every 2 measures of tempest jade spent counts as 1 crystal mana when contributing to the ritual.

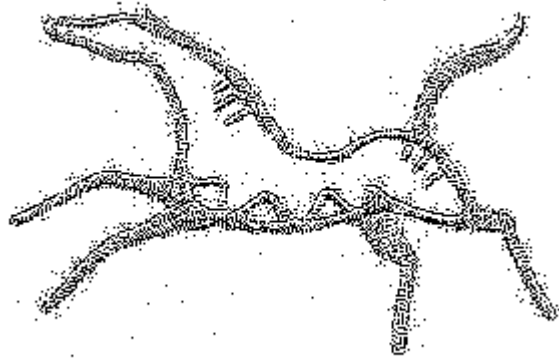
OOO Note

This item is a ritual text.

Any character with the Summer Ritual Lore skill can master this ritual. You must have a free slot or experience point to master a new ritual. After an appropriate period of roleplaying spent studying these pages, it should then be brought to a referee who will add the ritual to those you have mastered. Doing this does not 'use up' the ritual text.

This ritual cannot be learned by other means; it cannot be taught by a character who knows it unless the ritual is added to the body of Imperial Lore by the Conclave.

Ribbon ID: [22266](#)



Ironwind's Pride

Ritual of the Realm of Summer

Codified Summer 132YE at the Lyceum under the auspice of
Cadwallader of Meade



Developing the Ritual

This ritual was codified at the Lyceum in Madruga during following the Spring Equinox 232YE under the auspices of the Dean of the Lyceum Cadwallader of Meade.

The ritual draws on the power of the eternal Cathan Canae, the Mistress of Ice and Darkness; a herald of the Queen of the Iron Glacier named Ice Bear aided the magicians at the Lyceum to complete the ritual text.

Ironwind

Ironwind is the name of the great pole arm wielded by Cathan Canae herself. Equipped with a vicious hook, she wields it in the never-ending series of battles between herself and the other rulers of the Summer Realm – most especially against the glorious knights of the Field of Glory who are the servants of her eternal enemy King Jaheris of the Unicorns, and his consort Eleonaris.

The pole-arm is said to be unbreakable, possessed of the spirit of adamant that infuses true artefacts of the Summer Realm. It is also said to be irresistible; that none save the King of the Fields of Glory himself might hope to stand against it.

In recognition of their victory over the orcs of the east, and of the many close-fought battles between the Empire and the Jotun tribes, the Queen of the Iron Glacier offered to bind herself to an agreement to grant magical support to the defenders of the Marches and the warriors of Wintermark.

This ritual is the result; a magical spell that infuses those skilled in the use of weapons more complex than a sword or axe with the power to lay their enemies low, and place even the mightiest warrior at their mercy.

The Giants of Summer

According to Ice Bear, the ritual calls not only on the echo of Ironwind's power, but also on the prowess and puissance of the great giants who serve as warriors and courtiers in the realm of Cathan Canae.

Soldiers who have received the enchantment speak of feeling as if they are filled with the spirit of a great warrior. They feel as if they are larger than they actually are, as if they possess great strength, as if they tower over those around them.

They also feel a great urge to protect the things that are their own. This led to a few clashes; one Urizen sentinel who helped serve as an experimental subject during the codification became violently protective of her immediate area striking at anyone who encroached upon her personal space.

The ritual also encouraged some of the Marcher subjects to get into loud arguments about matters as diverse as foot-the-ball, the relative benefits of different methods of baking bread, and whether the Drakes or the Strong Reeds were the more quintessentially Marcher army. These arguments rarely came to blows, but it demonstrates that the enchantment's urge to protect things one feels ownership over can express itself in unexpected ways.

Ice Bear claimed that it was this connection with the giants of his Queen's realm that meant the prowess granted by the ritual could be replenished – that the rush of confidence and personal power that comes from an Elixir of Exalted Puissance causes the giant-spirit to renew that connection sensing a kindred spirit.

Examination by a magister of Highguard indicated that while the ritual might give the *feel* that one is connected to a “spirit” there is no identifiable effect on the aura or soul of the subject. They still expressed some reservations however which were largely ignored.

Performing the Ritual

This ritual likely involves the target and their pole arm together. A ritualist might trace matching runes on weapons and warrior, or might anoint them with a mixture of blood and cold water. A toast is often drunk, especially when the ritual is performed on a band of warriors rather than a single target, and Ice Bear suggests a cheer for the ice giants who will offer their aid or thanks for their support would also be applicable.

One of the Dawnish magicians at the Lyceum suggested that a formal girding of the target might be resonant, but the Wintermark and Marcher magicians largely discarded this suggestion however.

Any of the “[Summer runes](#)” might be evoked, but Verys, the rune of strength, is the most common. An evocation of [The Stallion](#) may be appropriate with this ritual, as are evocations of strong and ferocious animals such as lions, bears, unicorns, [chimerae](#) and ice dragons.

Most obviously the name of Cathan Canae – whose power is gathered with this ritual – should be included in the ritual.